

ABSTRACT

[0070] A dice-less Craps game is disclosed. The game may be played by dealing a first card and a second card from a plurality of cards; determining whether the first card and the second card are of the same suit; if the first and second cards are not of the same suit, then adding the numerical values of the first card and the second card to determine a roll in accordance with the rules of Craps; if the first and second cards are of the same suit, then paying a predetermined result; determining whether the first and second cards match an additional criteria; and if the first and second cards match an additional criteria, paying an additional result.